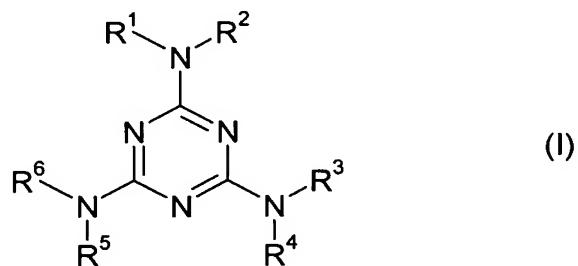


IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A method for printing sheetlike or three-dimensional substrates by the ink jet process ~~using~~ comprising utilizing a thermally crosslinkable, aqueous recording ~~fluids~~ fluid containing random polyurethane copolymers and one or more melamine derivatives as crosslinkers in a printing process.

Claim 2 (Currently Amended): The method as claimed in claim 1, wherein the recording ~~fluids contain~~ fluid contains one or more melamine derivatives of the general formula (I)



where:

R^1 to R^6 are the same or different and are each selected from hydrogen, $(CH_2O)_zR^7$, CH_2-OR^7 , $CH(OR^7)_2$ and $CH_2-N(R_7)_2$
where z is from 1 to 10 and each R^7 is the same or different and is selected from hydrogen, C_1-C_{12} -alkyl, branched or unbranched;
alkoxyalkylene, such as $(-CH_2-CH_2-O)_m-H$, $(-CHCH_3-CH_2-O)_m-H$, $(-CH_2-CHCH_3-O)_m-H$, $(-CH_2-CH_2-CH_2-CH_2-O)_m-H$, where m is an integer from 1 to 20.

Claim 3 (Original): The method as claimed in claim 2, wherein R^1 and R^2 are each hydrogen in the formula (I).

Claim 4 (Currently Amended): The method as claimed in claim 2 or 3, wherein R³ is CH₂OH in the formula (I).

Claim 5 (Currently Amended): Printed sheetlike or three-dimensional substrates ~~obtainable obtained~~ by the method of ~~claim 1 claims 1 to 4~~.

Claim 6 (Currently Amended): A process for preparing colorant preparations for recording fluids as defined in ~~claim 1 one of claims 1 to 4~~ comprising a mixture of random polyurethane copolymers and one or more melamine derivatives as dispersing binders, water, optionally one or more organic solvents and a finely divided inorganic or organic colorant, which comprises mixing together in a ball mill dispersing binders, water, optionally one or more organic solvents and a finely divided inorganic or organic colorant.

Claim 7 (Currently Amended): Colorant preparations for recording fluids, ~~obtainable obtained~~ by the process of claim 6.